KONAMI VIDEO GAME CARTRIDGE

Konami®

MARINE WARS

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EmuMovies

BEFORE STARTING

Control Lever

1) Set the joysticks in position.
2) For a solo game, use the left-hand joystick only. For a game with a partner, Player 1 uses the left-hand joystick and Player 2 the right.
3) The game is started by pressing the red button on the joystick.
4) When playing with a partner, take turns to play, starting with the player on the left. You cannot start the game from the player on the right.
5) Move your battleship to the left and right by tilting the joystick in the same direction.
6) Use the red button to fire shells from your battleship.

Use Joystick Controllers

Game Selection

1) Use the game select switch to choose a solo game or a partner game. The figures 1 or 2 will appear in the top left of the screen to indicate your choice.
2) If you use the game select switch in the middle of a game, the display will return to the ready-to-play state, and you may make a new selection.

Resetting the Game

1) The game will start when you press the game reset switch.
2) If you use this switch in the middle of a game, the same game will start from the beginning again.

NAMES OF PARTS

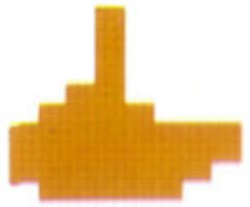
Enemy warship

Enemy fighter

Enemy torpedo

Enemy bomb

Enemy MTB



Your battleship

Island

THE GAME

A world war is spreading out over the seas! Take aim at the enemy's battleships and fighters!!

1) This game consists of four consecutive scenes: a battle between battleships by day; a battle between battleships by night; a battle between fighters and battleships by day; and a battle between fighters and battleships by night. Each scene leads into the next as the previous scene clears.

★ In scenes where battleships fight battleships, the scene will clear only after you have destroyed a set number of the enemy ships. If MTBs appear on the screen, the scene will clear when these have all gone.

★ In scenes where fighters attack battleships, the scene will clear after a set number of fighter have appeared.

2) Each scene is counted as one pattern, and the pattern number of the game is displayed alternately with the score at the top right of the screen.

3) In the nighttime battle between battleships you cannot see the top row of enemy ships, but when a shell hits a ship and explodes, the screen will light up for four seconds and the ships will appear.

4) The joystick is used to move your battleship to the left and right, and to fire shells at the enemy ships and planes.

★ If you fire a shell when your ship is moving, the shell will go in the opposite direction to where the ship is heading.

5) The enemy starts out with 9 battleships and 30 fighter aircraft. These numbers will increase as the scenes change according to the following formula:

Number of battleships	$9 + (N - 1) \times 2$
Number of fighters	$30 + (N - 1) \times 2$

N is the pattern number

END OF THE GAME

1) The game ends when a player's battleships have all been sunk.

2) Each player starts the game with three battleships. Thereafter, he gets one extra battleship each time he clocks up another 5000 points on the score.

★ The number of battleships in reserve is indicated at the lower left of the screen. The maximum number of ships that can be displayed is 4, however.

3) A battleship will sink after receiving three hits, and the reserve will decrease by one accordingly.

4) After the game is over, the screen will display Player 1, followed by his score, and then Player 2 followed by his score, and so on continuously.

SCORING

1) You score the following points each time you hit an enemy ship, which are then added to your total score:

	Score
Top row of battleships	80 points
Middle row of battleships	70 points
Bottom row of battleships	60 points
Enemy fighter	80 points
Enemy torpedo	30 points
Enemy bomb	30 points
Enemy MTB	30 points
Bonus score	500 points

★ A bonus score of 500 points is added to your score each time you complete one scene.

★ The maximum score is 999,999 points.

REPLAY

If you want to play the same game again, simply press the reset button after checking the solo/partner display.

Score

Player No.

Pattern No.

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